CHRISTOPHER HOPKINS

Creative Conceptor
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EDUCATION

BFA: Graphic Design: Interactive, Print & Screen | Proposed May 2018
Michael Graves College, Robert Busch School of Design, Kean University

DESIGN SKILLS

Branding & Identity Design | Illustration & Concept Art | Mobile Design
Promotional Design | User Interface Design

TECH SKILLS

Adobe CC
Photoshop | Illustrator | After Effects | InDesign
Premiere | Muse | Audition

Apple Software
GarageBand | Pages | Keynote

Other
Marvel Prototyping | Audacity | Maya

PROFESSIONAL EXPERIENCE

In Search of Games, L.L.C. January 2016 - Present
Art Director / Conceptor / Illustrator

Art Director & Illustrator on *Latchkey* Role Playing Game
Illustrator on *Santa is Dead* Role Playing Game
Branding & Logo Design on *Ebon Star* Role Playing Game

Robert Busch School of Design, May 2015 - May 2017
Design Intern / Promotional Designer

Promotional Motion Design for the *Beaux Arts Ball* Event
Website Coordinator for the *Thinking Creatively* 2016 Conference
Illustrator for *Design Fundamentals: Notes on Type*
Social Media for *Design Fundamentals* Brand

K·LABS Design Studio, May 2016 - August 2016
Design Intern

Graphic Design Intern on *Bombshell: The Heady Lamarr Story* Film
Website Coodinator for *Michael Graves College* Website
Graphic Design Intern on the *Kean University RAM Program*

Freelancing, May 2015 - Present
Identity Designer / Promotional Designer / Web Designer

Branding & Identity for *Tier One Games*, L.L.C.
International Invite Design for *Shoes of NYC* Instagram
Web Designer for *RDM Engineering*, L.L.C.